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## ÉCARTÉ



JEU DE REGLE.

BY  
A. HOWARD CADY.

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# Écarté



A TREATISE ON THE GAME  
WITH SOME HISTORICAL NOTES  
ON ITS ORIGIN.

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The Invention of Playing Cards in general,  
and a few Anecdotes, Arioms  
and Epigrams.

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ILLUSTRATED.


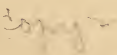
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By A. HOWARD CADY.



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## Preface.



That "there is nothing new under the sun" is a time-worn axiom which is brought home to us, in one form and another, almost every day in our lives. It certainly applies very forcibly to the various modern games at cards, especially to *Ecarte*, which, notwithstanding its nineteenth century dress, is, after all, but the reproduction or revival of one of the most ancient of pastimes. It is a game of such infinite charm and variety, that the student who once undertakes to learn it, will not be apt to lay it aside until he has mastered it.

There is no reason why it should not be included in the extensive lists of other household games. *Ecarte*, like many other games which originated on the Continent, was at the start almost indisputably a game of chance; but good card players who love a game for the game's sake have long since discovered that it can be played "for love," and that the question of possible gain or loss of actual money need not enter into it.

*Ecarte* is far more scientific than a cursory glance at its laws would seem to indicate, and to the mathematical mind it offers varied and intricate studies on the innumerable "odds" and "chances" which develop with a growing familiarity with the game. Pages might be written on the many interesting problems offered by the *Jeu de Regle* and the hands "proposed," "accepted," or "refused" in turn, and the methods, also, which influence the play of the different hands; but "brevity is the soul of wit," and it is better far that the student should apply himself to a discovery of all this for himself. Later he will be grateful to the author for sparing him a long and tedious dissertation on a subject which he preferred to study out in his own way. This *brochure*, therefore, is issued simply as a short and practical guide to the mere rudiments of the game. For deeper study, the works of the ever admirable Cavendish, Berkeley, and other well known writers are recommended.

A. H. C.

New York, February, 1896.



# Écarté.

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## INTRODUCTORY.

### Notes on the Invention of Playing Cards and Brief History of the Origin of Ecarté.

“Mark you this.”

Each game at cards has its distinctive and individual points of interest. Around these cluster the various phases incidental to its history, evolution and mode of play.

Regarding the invention of playing cards there are many theories. Books and essays innumerable have been and will continue to be written on the subject, the different authors in turn tracing the origin of these decorated bits of pasteboard and the object for which they were made to Asia, India, China, Spain, Germany or France, according to the direction their respective researches seem to indicate. That they were known in these countries long before they made their appearance in England is, of course, a well authenticated fact. The description of them, as used in Spain, would seem, in some ways, to point to the fact that they originated there. Again, however, the name *naïpe*, which the Spaniards formerly gave to cards, is, Covarruvias considers, of Arabic origin, hence the East may have been the mother country of a pastime which has since expanded into so many, almost countless, varieties. This, after all, appears to be the more feasible of the two theories thus far advanced, as the earliest authenticated allusions to cards point to the East.

However, this is only the beginning. Exactly where they were invented is as difficult to ascertain as at what period they first appeared. There are indications, for instance, that seem to point to the fact that cards, like most other games, had their origin in the age of chivalry, as the various decorations of the cards, in the way of kings, knights, knaves and so on, carry the marks of that epoch.

In his very interesting essay on the “Antiquity of Card

Playing in England," published in the *Archæologia* a century ago, the Hon. Daines Barrington discusses the subject from every point of view. He gives such a wealth of statistics, deducted, of course, from the various theories suggested and enlarged upon in turn by previous writers that one is quite at loss to know which one to accept, and turns about almost despairingly to other authors of that and a later period for elucidation of the puzzle.

Summing up the different speculations on the subject, one conclusion, at least, is easily reached and that is cards were certainly not unknown in Europe in the latter part of the thirteenth century; for while the Rev. Mr. Bowle regards the work of Platina, who died in the last quarter of the fifteenth century (about 1481), as the first authority on the use of cards, Daines Barrington distinctly proves that they are spoken of in England even as early as the latter part of the thirteenth century.

Platina's work, *Detuenda Valetudine*, was printed at Basil about 1541, and in lib. 1 is a section entitled:

"*De Joco et Ludo*" (Sports and Games), and the directions of the writer are:

"*Lustus fit, talis, tessera facacho, chartis, variis, imaginitis pichis*" (The play is made as with a dice fashioned with spots from various cards).

Barrington, however, finds mention of cards in Mr. Austin's "History of the Garter".

"*Waltero Sturton ad opus regis ad ludendum ad quartuor regis*" (By Walter Sturton, relating to the work and play of a king to that of four kings), is the entry in the "Wardrobe Rolls" which leads to Mr. Austin's conjecture that *pleyinge cardes* were not unknown in England at that period.

Edward I., when Prince of Wales, served for nearly five years in Syria, and it is easy to understand that while military operations were suspended he must have wished for a "sedentary amusement," Barrington explains at some length, and therefore, the natural deduction is that the Asiatics, who played cards in one form or another, taught him the game recorded as *ad quartuor reges*.

In a quaint work of Pietro della Valle, in which he also alludes to cards as played by the Asiatics, he says: "For their pastime within doors they have cards differing from ours in the figures and number of suits."

Dr. Worde calls attention, in his writings, to a publication by Herr Breithoff, in which he cites an authority, stating that cards were used in Germany as early as A. D. 1300, where they were brought from Arabia and India.

Another writer who makes mention of the early introduction of cards is Niehburg, who, in the work recording his travels, speaks of the use of Chinese cards, adding that the Arabians call this amusement, *Label-el-kamer*.

Monsieur Bullet times their invention from the reign of Charles VI., and Menestrier (Bibliothèque Instructive et Curieuse) further confirms this, though his dates differ from those of the preceding authority. He derives his information from an article in the privy purse expenses of the King of France, wherein it is stated that they were provided for Charles VI. by his limner, about 1392, after His Majesty had lost his senses. This entry reads: "*Donne a Jacquemin Gringonneur, Peintre, pour TROIS JEUX DE CARTES, a (or) et a diverses couleurs, de plusieurs devises, pour porter vers le dit Seigneur Roi, pour son abatement cinquante fix fols Parisis.*"

Of course, as Barrington avers, this entry may not actually mean playing cards, although *trois jeux de cartes* could scarcely seem to have any other significance.

Bullet fixes 1380 as the period when they were invented in France, while Menestrier puts the date twelve years later. It was within this period, at any rate, that Charles VI. "lost his senses," but it is not necessary to assume that the invention of cards followed directly upon the outbreak of his malady. More likely it was some time after that, say at the beginning of the fifteenth century.

At this time they seem to have been in general use, and we read that in 1426 "no person was permitted to have in his house *tabliers, eschequiers, quarts,*" etc., . . . which last word, it may perhaps be assumed, was meant for cards.

In Spain, where, as already stated, it has been also claimed that cards found their origin, the pack consisted of forty-eight cards—the tens being omitted—divided into four suits, and known respectively as *Espada* (spades), *Oros*, from a piece of money being on each card (hearts), *Baston* (clubs), *Copas*, from the cups painted on the card (*diamonds*).

The French and Italians later added the ten spot card, thus bringing the pack up to fifty-two.

In a miscellaneous work of Du Four, called *Longuerana*, are examples of some "ancient Italian cards," seven or eight inches long, on which the Pope is represented. This has led the French writer to think that cards must have been invented by Italians. There does not appear to be any other reasonable ground for such a supposition, however; on the contrary, circumstances would seem to point to the fact that Italy received cards from Spain, as the Spanish terms were used there, and are even now retained in some instances.



In very ancient cards there were neither aces nor queens ; but in the place of the latter knights. Thus, the king, knight and knave were the court, or *coat* cards, and then, as now, there were four different suits.

On every "*duce*" was, not only the card maker's name, but crossed mallets, with which, it is assumed, they stamped the cards.

According to Dr. Stukelly the first French cards—of the Charles VI. period—were designed and colored by hand, and called : *Tabelloe*, or *Pagelloe pictoe*, the suits being respectively, *bells*, *hearts*, *leaves* and *acorns*.

These represented the four distinct social orders of the men of that period, as follows :

*Bells*, usually tied to hawks, were supposed to denote the nobility, who were wont to ride, hawk in hand, as a mark of their quality.

*Hearts*, the ecclesiastics.

Here, it may be incidentally noted, that the Spaniards had *copas* (or chalices), "which they rightly considered to be more symbolical of the order," says a writer. The first suit of hearts, we are told, was taken apparently from some scriptural expression, as, for instance : "A heart of unbelief," or, "With the heart man believeth," etc. . . .

Gough considers this quite as ingenious as the derivation from *choeur*, because priests are always in the choir.

But to return to the descriptions of the suits :

*Leaves*, the next in order, alludes to the gentry, who possess lands, etc., and come next to the nobility in social position.

*Acorns*, representing respectively, peasants, woodmen, foresters and farmers.

Later, however, the French appear to have adopted names for the cards similar to those used in England, that is :

*Carreaux* (diamonds), *Cœurs* (hearts), *Trefles* (clubs), *Piques* (spades), and also, the queen replaced the knight.

In these early French cards the courts—also called *coat cards* because of the dress—were frequently named after individuals, as, for instance, the kings : David, Cæsar, Alexander and Charles ; while the queens were known as Rachel, Pallas, Judic and Argine, and the knaves, Hozier, Angolesme, Sabine, etc.

The first cards known and used in Europe were painted, hence very dear. Later they were cut in wood, which made them less expensive, and consequently within the reach of all.

As early as 1397 (within about fifteen years after their invention, if Bullet is right in his dates) they were in the hands of Parisian workmen. In this year an edict went forth in Paris

forbidding part of the people from playing at tennis, bowls, dice, cards and quilles.

Ten years prior to this John I. of Castile, prohibited the use of cards and dice in his dominion.

Although it has been said that Edward I. probably brought cards into England on his return from Syria, and also, that they were played during the reign of Richard I. (1322-99);

### No. III.



OLD ENGLISH PLAYING CARD.

this is not proven. Indeed, Chaucer, who would certainly have been cognizant of the game, ignores such a possibility, even in his work, saying simply in "Franklin's Tale":

"They dancen and they play at chess and tables."

This pastime, however, was already established in England and known at the Court of Henry VII. in 1502, for in that year, when the daughter of the king married James IV. of

Scotland, it is related she played at cards soon after her arrival at Edinburgh.

In the memoirs of Edward V. we find *pleyinge cardes* mentioned among several other articles which are not to be imported.

In 1540 Henry VIII. grants the office "*custodis ludorum* in Caleſia," among which games cards are mentioned.

They were first forbidden in Scotland by James VI.

The cards in use during the reign of Philip and Mary, and perhaps the earlier part of Elizabeth's reign, were Spanish. Later they were changed to French, as these latter were of a simpler figure and more easily imported.

It would seem, from a proclamation of the queen, as also of her successor, that many cards were not then made in England, though the amusement had been so general in the reign of King James that the audience used them to divert themselves before the play began.

There is such a diversity of opinion regarding the name and character of the first card game that it is hard to decide which it may have been.

Boiteau, in his *Cartes a Jouer*, asserts that *Tarot* was the first game at cards known in France. . . . "*Il n'y a de connu que le tarot*," he adds very emphatically in alluding to Charles VI., during whose reign cards were said to first appear. This, of course, was in the latter part of the thirteenth century, and his statement, therefore, seems to coincide perfectly with the period ascribed elsewhere to the invention of cards. Assuming that *Tarot* was the first game, we find ourselves then looking for those that followed in their respective turns. They have been so numerous and so varied as to render anything beyond *guesswork* impossible.

We hear of *Primero* as being chiefly played in England at the beginning, other games coming in and succeeding it with increase of time, among the best known of which, perhaps, were *Gleek*, *Crumps*, *Mount Saint*, *Noddy*, *Post* and *Pair* and *Trumps*.

This latter, according to above-mentioned writer (Boiteau), may be regarded as the father of *Ecarte*, or, to turn the phrase, as he again expresses it, "*Ecarte* is the modification of *Trumps*."

*La Triomphe*, named thus in consequence of the trump suit, is one of the oldest of card games. It follows closely, Caven-dish and other well-known writers think, indeed, almost, if not directly after, the games played with tarots, the very earliest of card games.

In his *Capitolo del Gioco della Primera*, published in Rome

in 1526, Berni speaks of *Trionfi*, stating that the game is played by the peasants; and Cavendish draws our attention to the fact that a few years later a Spaniard named Vives wrote some Latin and French dialogues, among them an interesting one, apropos of a card party, who played at *Triumphus Hispanicus*. This, we suppose, was the same game as *La Triomphe*, which is mentioned by Rabelais in his *Gargantua* and *Pantagruel*, finished about 1545.

This game has been considered a French invention by some; statistics, however, seem to point to its Spanish origin.

In either case it was already a well-known pastime in the latter part of the sixteenth century, although the first descriptions of it occur in *La passion Academique*, 1659, and in Cotton's "Compleat Gamester," 1674; in the former it is called, of course, *La Triomphe*, while in the latter it is entitled French Ruff, to distinguish it, probably, from Ruff and Honours, a game resembling Trump, the precursor of whist.

Indeed, Cavendish observes with reason that *La Triomphe*, French Ruff and Ecarte stand in the same relation to each other as Trump (English), Ruff and Honours and Whist.

Cotton says, regarding the game of French Ruff, ". . . you may play either two, four or six on a side. (N. B.—A mistake this, Cavendish thinks, as, according to the *Academie*, the game was seldom played more than two on a side, and often *tete-a-tete*; in Seymour's editions (Court Gamester) four or six on a side)—"dealing to each five a piece, either two first at a time, or three, according to pleasure, and he that deals turns up trumps; the king is the card at trumps, and so it is highest in all other cases that are not trumps; the queen is next, the knave next, and next to that the ace, and all other cards follow in prehemineny, according to the number of pips; but all small trumps win the highest of any other suit.")

Cotton goes on, after he has explained pillaging ("if so agreed among the gamesters"), saying: ". . . After this they play. To win two tricks signifies nothing; to win three or four wins but one, but to win five is the winning of five." This last word is obviously a misprint and intended for a two, but repeated, nevertheless, in the various editions of Cotton and Seymour.

Cotton then continues: "You are bound to follow suit, and if you renounce or renege you lose the whole game, if you so make it, otherwise but one or two, according to agreement. He that plays a card that is trumped by the follower, if the next player hath none of the former suit, he must trump it again, although he hath never a trump in his hand that can win the former trump, and so it must pass to the last player. All the



players round are bound to win the highest trumps played, if they can."

Of course, there are various ways of playing *La Triomphe*, either tete-a-tete (as was the prevailing custom), with partners, or as a round game.

The packs had the same number of cards as in this day, and all the smaller cards from six to two were taken out, and in some varieties of the game the ace ranked between the knave and ten.

It is worth noting, as pertinent to Ecarte, that this latter game is played very much after the manner of its prototype *Triomphe*, the various points of one being simply a reflection of the other.

In *Triomphe* five cards were dealt, two and three at a time, as in Ecarte, the top card of the pack being turned up for trumps and placed face upwards on the *talon* or stock. The eldest hand then led the card he considered most appropriate, the other player, or players, of course, following suit and winning the trick, if possible; or, if they had none of the suit, trumping it when able. If a trick was trumped the players who came after were obliged to play trumps also, even if their best trump was lower than the one already on the table, unless they could follow suit.

The player—or when there were more than two, say two or three partners—who won three tricks marked one point, and for the *vole* two. The game, as in Ecarte, was "five up" usually, though originally the number of points necessary to be gained to win the game could be decided upon by agreement.

Again, if one player, or side, was not satisfied with his or their hand, there was always the option of offering the point to the opponent. If he refused this he was bound to win the *vole*, as, in the event of his failing to do so, two were scored against him.

A variety of the game, which was popular, was that in which the ace was sometimes made highest card; but, again, retained its place between knave and ten. When the dealer turned up an ace he could *pillage*, that is, take the ace in his hand and discard one card; and he could follow this proceeding by looking at the next card on the top of the pack or stock, and if it was a trump *pillage* that, and this he could continue to do until he came to a card of another suit.

Likewise, any one of the other players who found the ace in his hand could also *pillage*. The style of play was called *jouer a l'as qui pille*, and in the *academie* it is observed that the round game might be played *a l'as qui ne pille point*.

One might go on indefinitely almost comparing the various



points of resemblance in the two games, which tend to prove simply that the one was the outcome of the other; but do not settle the question of the actual beginning of *Ecarte*. This must, therefore, remain open always to conjecture.

A game very similar to *La Triomphe*, but not as old, was called *L'homme d'Auvergne*, and in this the king was marked as in *Ecarte*. In this game, also, there was species of substitute for *discarding*; for instance, if none of the players liked their hands a second trump might be turned up, and if this did not please either a third might still be turned up; but here it stopped. A fourth was not allowed.

*La Triomphe* does not appear to have undergone any special change up to the beginning of this (nineteenth) century, and is frequently mentioned in the various works on games.

In the *Dictionnaire de l'Académie Française*—fifth edition—1798-9, there is no mention of *Ecarte*; but in the next edition, published in 1835, it is spoken of. Exactly when it took the place of *La Triomphe* will probably remain an open question.

Boiteau, in his *Cartes à Jouer*, already alluded to, does not attempt to assign any particular date to its invention; but, his placing it in the third division of games which were first played at the beginning of the eighteenth century, would seem to indicate that it was of later origin.

The French writer, indeed, says very truly: "It is impossible to say of any game that it was invented in any particular year. Sometimes one person, sometimes another, proposes the addition of certain rules to an old game and to change its name. Friends adopt it; it spreads, and thus a new game is invented." Further on, in regard to *Ecarte*, he observes: "It is a game entirely French and, to my mind, one of the most pleasant of games, extremely difficult to play well and to win at." *De bien jouer à la Dangeau* is the exact expression and requires a brief explanation, which is simply that "Dangeau was a very skilful and successful gambler at the court of Louis XIV.," hence the allusion. Boiteau goes on to say: "The game is quick; it may be said to stand half-way between piquet and games of chance."

Gambling we know was very generally indulged in during the occupation by the Allied Armies and after the peace. Aside from the gambling houses which were licensed and formed from 1818 to 1837, there were a great many *maisons de bouillotte et de baccarat*, which, despite the fact that they were not licensed, were not only tolerated by, but also under the surveillance of the police. Of course, at these places private play was unchecked and *Ecarte* was a favorite game.

Cavendish thinks, that like whist, it probably passed through

various grades of society before it reached the drawing room, and Bescherelle confirms this opinion, in the *Dictionnaire National*, where he says: "Ecarte—*L'origine de ce jeu n'est rien moins que noble ; il ne fut pas d'ahoeed en usage que chez les laquis.*" Later it was regarded as a *jeu de fripon* (a rogue's game), and had this reputation for sometime thereafter.

Finally, Gabriel Peignot, in his *Analyse de toutes les Recherches sur les cartes a jouer*, quotes from a periodical touching upon the social changes which occurred in France after the French Revolution, in which the author says: "Ecarte has appeared, . . . . everybody flocks round the Ecarte tables."

This was in 1826, which shows, therefore, that it was already an established game on the Continent at that time, and Lieutenant-Colonel Read, in *Rouge et Noir*, three years later, speaks of the fact, that Rouge et Noir had been superseded by Ecarte, which then prevailed.

We gather from all this that Ecarte had been brought over from France and was a recognized game in England just after Waterloo. That it enjoys, also, a continuous popularity in America, as well as abroad, is beyond question, and a brief resume of the game and its laws seems, therefore, quite in place.

## The Game.

### A DESCRIPTION OF AND HOW TO PLAY IT.

“When we mean to build  
We first survey the plot, then draw the model.”

There are three recognized variations of the game of Ecarte, the two-handed game, Pool Ecarte, with three persons, and French Ecarte.

The first named variety, however, is the one most generally played, but the description of this applies to all, and is as follows :

A pack of cards, from which the sixes, fives, fours, threes and twos have been discarded, is necessary. As a rule two packs are used, thus enabling the players to alternate the one with the other. These must have different colored backs, of course.

### DEALING.

The pack, having been cut to the dealer, he proceeds to give two cards to his adversary and two to himself, then three to his adversary and three to himself ; or, if he wishes to vary the form of distribution, he may begin with three. In whichever way he begins the deal, however, he must finish it, always dealing two or three at a time, respectively, never singly.

In this, the two-handed game, the eleventh card is turned up for trumps. If this card happens to be the king the dealer scores one to begin one, otherwise the card turned up has no value beyond indicating the trump suit for the deal. The remainder of the pack, after the trump card is turned up, is known as the *stock*, or in French parlance, *talon*, and is placed to the left of the dealer.

The players now consult their hands. If the non-dealer is satisfied with his cards he may proceed to play with them immediately. If, however, he considers that it will be to his advantage to exchange one or more—sometimes all—of them, he “proposes,” saying “I propose,” or “cards,” which mean, briefly, that he wishes to get rid of poor cards and take up better ones from the stock. The dealer has the option of accepting or refusing, an action influenced naturally by the state

of his hand. If he accepts he may change one or all of his cards, signifying his intention of so doing by saying "I accept" or "How many?" If, however, he is quite content with his hand he may refuse to give cards and merely say, "I refuse" or "Play."

If the non-dealer plays without proposing the dealer must play also, without exchanging any cards from his hand.

When a proposal has been made and accepted, or again, refused, there can be no retraction, and the number of cards asked for cannot be diminished or increased.

If the proposal is accepted the non-dealer separates from his hand the cards he wishes to exchange, placing them face downward, on the table to his right, simultaneously giving the number discarded. The dealer then puts out his discard, placing it at his right, thus keeping it separate from his opponent's discard. Following this, the trump card is put aside, and the cards which the non-dealer needs to restore the number in hand to five again, are given him from the top of the stock. The dealer then takes what he requires, informing his opponent of the number discarded and replaced.

If, as will sometimes happen, the non-dealer is dissatisfied, he may propose a second time, saying, "Again," and now, as before, the dealer may refuse. This he may continue to do until he, the non-dealer, is perfectly satisfied with his hand, or until the dealer refuses.

### MARKING THE KING.

After discarding (or if there be no discard after the deal), and always prior to beginning of play, the non-dealer, if holding the king of trumps, should announce, saying: "I have the king," "I hold the king," or simply "King," and mark one. If the king is not thus announced previous to the holder of the same playing or leading any other card, the score for it is forfeited. Again, however, if the non-dealer lead off with the king of trumps he may call and mark it any time before it is played to; or, if the dealer play the king to the card which the opponent first leads, he may call and mark it any time before his leading to the second trick. The marking of the king is not compulsory.

### PLAYING.

When both players have finished discarding, or, as happens sometimes, the dealer refuses to accept the first proposal, the elder hand (in two-hand Ecarte, the non-dealer) leads any card he chooses, and his opponent plays a card to it, the cards thus played make a *trick*.

The second player must not *renounce* if he has a card of the suit led ; that is, he must follow suit when it is possible for him to do so, and he is bound to win the trick if he can. The highest card of the suit led wins the trick, the cards ranking as follows : King, queen, knave, ace, ten, nine, eight and seven. Trumps, of course, win everything. Hence, if necessary, *i.e.*, the player not having any card of the suit led, he must trump the trick.

The player who wins the trick leads to the next, and this continues until the hand is played out.

### SCORING.

The game consists of five points, and the player who first wins the five points wins the game, of course.

The point, as already explained, is marked for the king of trumps turned up, or held in the hand and announced at the right time.

The *point* is also scored by the player who wins three games out of five, and is termed "making the point."

Two points are scored by the player who makes five tricks, or, as it is better known in Ecarte parlance, the *vole*. Incidentally, it may be observed that winning four tricks is no more than winning three.

When a proposal has been made and accepted, subsequent refusals do not entail any penalty.

If the non-dealer plays without proposing and fails to make three strikes, the opponent marks two just as much as if he had won a *vole*. Losing the *vole* is of no further consequence in this case, no matter whether the opponent wins three or five tricks he scores two.

Also, if the dealer refuses cards and fails then to make three tricks, the opponent scores two.

By agreement, singles, doubles and trebles may be played, and rubbers also, as at whist, if preferred. The player who wins two games out of three wins the rubber, and adds two to his score for the rubber points. (N.B.—Rubbers are frequently played best of five, seven or eleven games, with or without reckoning singles, doubles and trebles.)

When a series of games is played the deals usually alternate, and no fresh cut for deal is made at the end of a game unless it be agreed to the contrary. If rubbers simply are played they cut for a deal at the end of the rubber.

The score, it will be found, is most conveniently marked by means of counters, each player having four. The score should be marked to the player's right, the counters not in use being placed to his left.



## French Technical Terms.

(Being a vocabulary of the principal words commonly used among English players in the course of the game.)

*Vole*.—Winning all the tricks and thereby scoring two.

*Talon*.—The remainder of the pack, called in English stock.

*J'ecarte* or *Je propose*.—French terms often used instead of the English expressions, "I throw out," "I propose."

*Galerie*.—Technical term used for all save the two players, and means the players have the privilege of taking all bets on the opposite side in preference to the gallery (*i. e.*, spectators), which can only take the amount of what the player has declined to cover.

*Abattre*.—To lower the cards and show them.

*Atout*.—Triumph.

*Avoir la main*.—The action of dealing.

*Battre*.—Shuffling the cards before dealing.

*Carte doublee* or *Carte gardee*.—Two cards of same suit.

*Couper*.—To cut.

*Defausser*.—To refuse a suit.

*Donner*.—To deal.

*Ecart*.—The cards which are thrown aside.

*Etre a la divine*.—To be embarrassed which suit to keep.

*Faire un main*.—To make a trick.

*Forcer*.—To play a superior card on an inferior one.

*La Belle*.—The highest card of any suit.

*La Vole*.—To make all the tricks.

*Le Point*.—One score of the five which composes the game.

*Levee*.—One trick made while playing.

*Proposer*.—Asking for fresh hands, or part of fresh hands.

*Refaire*.—Recommence distributing the cards.

*Renouncer*.—Not to answer the suit led.

*Retourner*.—When the cards are dealt to turn up the first of the *Talon*.

*Sous Forcer*.—To play a card inferior to what remains of suit in hand.

## Hints and Tactics of the Game.

### SHUFFLING AND DEALING.

I. It is most necessary that the cards should be thoroughly shuffled at the end of each deal, as otherwise several cards of the same suit might come together. This is in favor of the dealer, particularly if he deals in twos or threes. Example: If by chance the last four cards dealt are all clubs or hearts, etc.,

. . . the dealer will hold at least three trumps.

The law regarding shuffling leaves it entirely in the player's power to prevent such an occurrence.

II. Therefore it is best to make a habit of dealing by two and by threes, and not *vice versa*, as thus, when the cards are not well shuffled, there will be more likelihood of holding trumps than if the cards were dealt the other way, and also the player will not be at a disadvantage in this respect, as compared with the opponent, if both forget to shuffle.

III. There is a very great deal of diversity of opinion among the writers of this game as regards the advantage on the reverse of dealing. . . . "The chance of either player being dealt the king is 5-31 of 7%, and if we add  $\frac{1}{8}$ —*i. e.*, the chance of a king being turned up, we find it in favor of the dealer, as 66 to 35, or near 15 to 8," says Berkeley, who continues: "Further, if the non-dealer propose, the dealer can, in the majority of cases, fairly presume that his adversary has a weak hand, and can profit by such knowledge and refuse to give cards, while the non-dealer, playing without proposing, can have no clue to the strength of his opponent's hand, and, although the possession of the lead and of the option of proposing give the non-dealer a considerable advantage, in our opinion the chances are not greatly in favor of his winning the point merely because he is first player—*i. e.*, of having cards which win because he is first, and which would lose were he second player.

### LOOKING AT THE HAND.

An inexperienced player should be careful not to allow either his countenance or manner to betray him. Hence, it is wiser for the dealer not to look at his hand until after his opponent has decided whether he will propose or not.

## ANNOUNCING.

When a player holds the king he should not announce the fact until he is about to play his first card.

## PROPOSING.

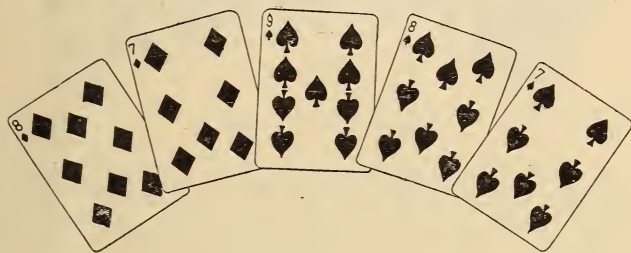
It is important to propose quickly, for any hesitation will only serve to betray the nature of the player's hand. Therefore, to know how to propose *quickly* the player should have a thorough understanding of the *Jeu de Regle*.

It is doubly necessary to be prompt in proposing when the player holds cards which make the point sure. The habit some players have of affecting to pause and *consider* before proposing, although they may hold indifferent cards, should be condemned from the start. It is a manœuvre against which beginners especially should be warned.

## DISCARDING.

To discard less than three cards, unless the player holds the king of trumps, is usually bad. With the king in hand, the

## No. IV.—JEU DE REGLE.



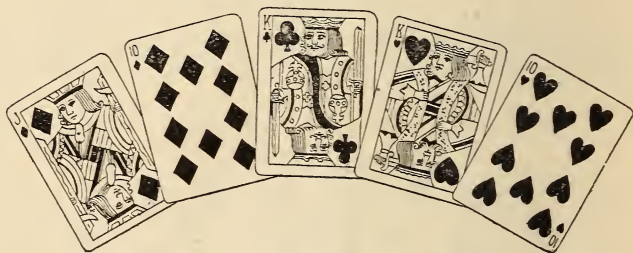
Two trumps and three cards of a suit.

player can discard freely until he gets the cards he desires. Example: Two small trumps and a guarded queen is a hand which should be played without proposing. If, however, one of the trumps is the king cards should be asked for, unless the second card in the queen suit is as high as ten, or, again, the outside card is an honor. Hands containing two trumps, with weak cards in plain suits (See illustration No. IV), should be proposed on, whether one of the trumps is king or not.

When discarding, all cards save trumps and kings should be thrown out. Hence, hands from which only two cards, with-

out throwing out a trump or king, can be discarded, should be played without proposing. It may be regarded as quite certain that if the opponent accepts he will exchange more than two cards, perhaps even four or five; therefore he has a better chance than the proposer of strengthening his hand and of taking the king. Hands should be played without proposing when—the king of trumps not in hand—the odds are two to one in favor of winning the point with the hand dealt. Sometimes hands from which only two cards can be discarded are played, and with these the odds are less than two to one in favor of winning the point. The reason for playing these is patent. If one or more exchanges are made the chances of scoring will be more against the player than before, even making allowance for the penalty if he fails to win the point.

#### NO. V.—NON-DEALER'S HAND.



A small diamond is turned up.

A second proposal ought not to be made if the hand gives an even chance of winning the point. The opponent having exchanged cards, an even chance hand should contain cards stronger than those given in paragraph on effects of the score (page 23).

Prior to quitting the cards discarded the player should note the suits to which they belong. This is likely to be of use in several ways, as, for instance, two clubs and a spade are discarded, and the player having a club and a spade of equal value in hand, is put to a card, and, failing all other indications, will keep the spade. Thus, there being more spades to account for than clubs, the chances are in favor of the opponent's holding a small spade as against a small club. (See illustration No. V.)

#### REFUSING.

The prevailing rule is for the dealer to accept, unless he

happen to be guarded in three suits, or is guarded in two suits and has one trump; or again, is guarded in one suit and has two trumps. He can play hands like these with weaker cards than the non-dealer. It must be remembered, however, that the dealer may be forced prior to his getting the lead; therefore, if he is guarded only in one suit with one trump, or in two suits without, he requires a stronger hand to play with than the non-dealer. The rule not to discard two cards unless holding the king of trumps applies to the dealer as well as to the non-dealer.

### PLAYING.

When a player holds three trumps it is usually "the game" to begin with a trump. With less than three trumps it is sel-

#### NO. VI.—NON-DEALER'S HAND.



A small heart turned up.

dom wise to lead a trump in the beginning, unless the player holds king, or queen and knave, or knave and ace, with court cards out of trumps. See (Jeu de Regle) No. 7.

When there are less than three trumps the usual system of play is to lead from two or more of a plain suit, and the highest, too. To lead from the strong suit is most apt to force the opponent; and if the trumps are equal the first force will be likely to win the point. There are exceptions to this, however. For instance, the player may hold such cards that if the king is not declared against, he would lead a trump; again, if the high plain cards are of equal value, he should lead the one which is least apt to be trumped, that is, *the shortest suit*. He may also wish to keep a ten-ace, which is to be led to later in the hand. Such positions often occur. Then if cards are refused he should, as a rule, lead from low cards in sequence rather than from a tenace, as, for example, he holds a knave, nine of spades, king of hearts, eight and seven of clubs. Diamonds are trumps. The player proposes and is refused. He should then lead a club. Again, he (the player)

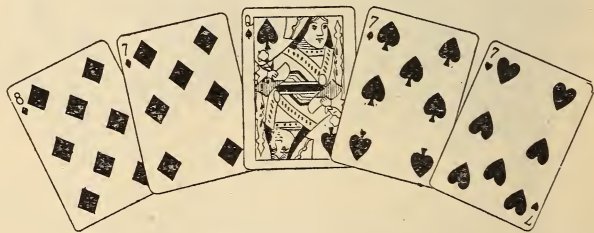


has king of diamonds (trumps), eight and seven of hearts, and queen and another spade. Cards are refused. He should, therefore, lead king of trumps, and after that a heart. One more exception may be cited to leading the strong suit, which is, that when playing a weak hand after a refusal, with no hope of the point and fear of the *vole*, the highest single card should be led that thus the guarded suit may be led to. For instance, the player has a queen single, a queen guarded, and two cards of no value whatever. Cards are refused. The player should then lead the single queen.

This rule does not apply to a guarded king, which in a similar case should be led immediately. When one has only one queen guarded, or one knave guarded, with a weak hand, and cards are refused, it is wrong to lead the guarded card.

When the strong suit is led and not trumped it should, generally speaking, be persevered with.

#### NO. VII.—JEU DE REGLE.



Hand with which to begin without a trump.

The exceptions to this are numerous. For instance, if the player who leads has the king of trumps, or queen—the king not having been announced in the other hand—or knave or ace, it would frequently be right to lead trumps prior to continuing with the suit. Also, when playing for the *vole* with an indifferent trump and high cards in the other suits, the player ought to change the suit each time as the best possible means of avoiding a ruff. When three tricks are made this way a single trump should next be led. Again, the player plays on two trumps with a tenace, two cards of a different suit, and one outside card as high as a nine or a ten. The first trick is won by the player in his guarded suit, and the king is declared adversely. The player should then lead his single card.

Changing the suit is frequently advisable, as thus one avoids being put to a card at the end of the hand.

The number of tricks made by the players individually during the play of the hand frequently directs the next lead. For example, each player will have made one trick. The leader, then, has a high tenace in trumps and one other card. The natural conclusion, therefore, is that he will lead the outside card. Again, the opponent has announced the king. The leader, having won two tricks, remains with queen and two small trumps. By leading a small trump he must make the point. These variations in play lead up to many others, which might be described here; but it will be simpler, hence easier for the student to learn them in a practical manner, for it is practice alone which gives a thorough insight into the game.

### EFFECT OF THE SCORE.

When the dealer is at four and the king is not in the player's hand nor turned up he should play any hand without proposing which offers an even chance of three tricks, as, for instance, a queen, a guarded knave and a guarded ten without a trump; or again, one trump, ace of plain suit and guarded ten of another. In card-table parlance, "play a light hand against four." If the point is lost the opponent wins the game in any case—the penalty of his scoring two for the point is ineffective—and by leading the cards unchanged all possibility of his taking the king is avoided. When the non-dealer arrives at four the dealer ought also to refuse on a light hand.

When the dealer is at four and the king is not in the other player's hand or turned up, he should play any hand which has one trump, unless it happens that the cards not trumps are of different suits and quite small, the dealer also should refuse cards if he holds a trump when the opponent is at four. With one trump and four small cards of a suit the non-dealer ought to play at this point of the game, but not so the dealer.

When the dealer is at four the custom of asking cards, "with three certain tricks in hand," is no longer tenable, unless, of course, the player who proposes has the king of trumps or the king is turned up.

If the non-dealer plays without proposing when he is at four, to the dealer's three, the dealer, if he has the king, should not mark it, for if he managed to win the point he scores two and the game, and announcing or marking the king would expose his hand in a very unnecessary manner. This same law applies to the non-dealer if the dealer refuses cards when he is at four and the adversary at three.

At the same score—*i. e.*, dealer four to three—the dealer ought to refuse on a light or even so-called chance hand, not-

withstanding that the loss of the point will then lose him the game. It is obvious that the player who proposes at this stage of the game must have a very poor hand. (N. B.—This rule is very important and ought not to be disregarded, as it so often is, even by players who know better.)

At four a forward game ought not to be played in trumps, for there is no longer any advantage in winning the *vole*.

## JEUX DE REGLE.

A scientific game of ecarte cannot be played without a thorough knowledge of the *Jeux de Regle*, that is, the hands which should be played without proposing or accepting. When the cards the player holds are so good that he cannot fail to win three tricks, unless by chance the opponent has two trumps, it is customary to play without proposing. By careful examination of the five cards he holds in his hand the player can easily see how the tricks can be won, unless the opponent holds two trumps.

As already indicated elsewhere, if a player does not ask for cards and then fails to win the point, he loses two points; therefore, no hand ought to be played without proposing, save for one of the following reasons: First, because the player discovers that three cards at least cannot be discarded without also throwing out a trump or a king; second, because the player has thus two chances to one, at least, of winning the point.

No one can become a good ecarte player who is not absolutely familiar with the jeux de regle and being able to recognize them at a glance. To aid the memory, therefore, they may be classified as follows:

1. All hands with *three trumps*.
2. All hands with *two trumps*, which contain also
  - (a) Three cards of one suit.
  - (b) Two cards of one suit, one being as high as a queen.
  - (c) Two small cards of one suit, the fifth card being a king.
  - (d) Hands intermediate between *b* and *c*.
  - (e) Three cards of different suits, as high as king, knave and small card, or of equivalent trick-making value.
3. Hands with *one trump*, which contain also
  - (a) A tierce major.
  - (b) Four cards of one suit, one being a king.
  - (c) Three cards of one suit, one being as high as a queen and a fifth card being a queen.
4. Hands with *no trump*, which contain four court cards or three queens.

It will be noticed—save when the king is taken into consideration—that the value of the trumps does not influence any of the hands which should be played without proposing. This is explained by the fact that it is rarely the game to lead trumps originally with two trumps, neither being king. The general aim of the game is to get the first force on the dealer and to employ the trumps in trumping his winning cards. For this purpose, therefore, high trumps are no better than low ones.

The classification, therefore, of the *Jeux de Regle* may be said to be based on the *number* of trumps and not on their *value*. The non-dealer should be guided in deciding whether to propose by the number of trumps he possesses and by the value of the plain cards, and, furthermore, whether these latter belong to one or more suits.

### HANDS WITH WHICH TO REFUSE

may be summed up as follows:

When a proposal is made it will naturally be assumed that the non-dealer has not a *Jeux de Regle*, and the possibility of his having a strong hand with the point certain may be dis-

#### No. VIII.



Diamonds are trumps.

regarded, as it is very rare that with a refusal he will make only three or four tricks, and not the vole, though, again, had the proposal been accepted, the vole would have been saved.

Also the non-dealer, through imperfect knowledge of the game, may propose when he ought not; but this consideration may be dismissed, as in the end it is disadvantageous to him to play if he proposes when he ought not to do so.

There, assuming that the non-dealer who proposes does not hold any of the *Jeux de Regle*, it will happen that the hands which give the dealer a two to one chance of winning the point are not unlike those on which the non-dealer should play



Therefore it will suffice in order to arrive at the refusal hands to comment on the *Jeux de Regle* in the following order:

I. Three trumps and any two plain cards. Refuse, unless it happens that one of the trumps is king.

II. Two trumps and three cards of one plain suit. This is not a strong hand, and should not be refused upon, unless a court card heads the plain suit; it should be accepted if one of the trumps is king.

III and IV. Two trumps, queen guarded of one suit and a small card of another. Two trumps, two small cards of one suit and king of another. These should be played. If the king of trumps is in hand, accept.

V. Two trumps and one card of each of the other suits as high as those given under *Jeux de Regle*, No. V. should be played.

#### No. IX.



Diamonds are trumps.

VI. One trump, a tierce major in one suit and small card in another.

Unless the single card happens to be a court card, this should not be played. It should be accepted with similar hands where the tierce major suit is weaker, unless the single card is as high as a queen. (See illustration No. IX.)

VII. One trump with four cards of a plain suit, with a king at the head, is too weak to be played.

VIII. Four court cards and no trump. When the court cards are of three different suits, refuse, but if not, give cards.

The examples above given will suffice to guide the student at the beginning, the various other exceptions, both in *Jeux de Bizle* and *Refusing*, can be better learned through practice.



## The Laws of Ecarte.

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The following laws are based upon those arranged by Cavenish and adopted by the Turf and Portland clubs in England.

### SHUFFLING.

I. Each player may shuffle the cards, but the dealer has the right to do so last. (N.B.—The pack must not be shuffled below the table, nor in a way that will expose the faces of the cards.)

### CUTTING.

II. A cut must consist of not less than two cards, and this number or more must be left in the lower packet. If, in cutting, the player expose more than one card, there must be a new cut; the player who cuts the highest Ecarte card deals and has choice of cards and seats also. The fact that a pack may not be correct does not invalidate the cut.

### DEALING.

III. If the dealer exposes one of his opponent's cards the latter may ask for a new deal, provided, of course, that he does so before looking at his cards.

IV. A faced card during the deal renders the deal null and void, unless it happens to be the eleventh or trump card.

V. If any mistake in dealing be discovered before the deal is completed the non-dealer may demand a new deal or the rectifying of the mistake, provided he has not already looked at his cards. The deal is complete when the trump card is turned up.

VI. If either of the players deal out of turn, or with the wrong pack, the deal is again null and void. After the deal is finished it is too late to rectify the mistake, and, therefore, if the wrong pack has been used the cards must remain permanently changed.

VII. If two or more cards are turned up by the dealer the adversary may, if he has not already seen his own hand, decide which of these cards shall be trumps, or he may demand a fresh deal. Once, however, that he has looked at his hand,

the non-dealer can have no option in the matter, and there must be a new deal anyway.

VIII. If, when the deal is completed, the non-dealer finds he has too many cards, he may either demand a fresh deal or discard his extra cards without showing them, provided, always, that he has neither proposed nor led a card. Again, if on completion of the deal, the non-dealer shall be found to have received too few cards, he may demand another deal or claim the right to have his hand completed from the stock, always provided, of course, that he has neither proposed on nor led a card.

IX. If, also, after the deal is finished the dealer finds that he has too many cards, the non-dealer may demand a new deal or draw the extra cards, provided that the dealer has not already *refused*, *accepted* nor *played* to the first trick. Should the dealer have seen these extra cards, the non-dealer may look at them too. Also, if on the completion of the deal, the dealer discovers that he has too few cards, the non-dealer may again demand a new deal, or allow his adversary to take the number required from the stock, provided, as before, that he has not already *refused*, *accepted* nor *played* to the first trick.

X. If a wrong number of cards is dealt to either player, and no fresh deal asked for, the king, if turned up, cannot be scored.

XI. If the non-dealer, who may hold too many or too few cards, plays without proposing, the deal must be considered null and void. But if the dealer, who may hold too many or too few cards, plays without discarding, the option of a new deal will rest with his adversary.

#### DISCARDING.

XII. No player shall be permitted to look at the cards he has discarded.

XIII. If either of the players takes more cards than he has discarded and mixes one or more of them with his hand, the adversary may claim a new deal, or may draw the extra cards from the hand of the player who has made the mistake. Also, if the offender has seen any of the extra cards, the other player may look at them also.

XIV. If the non-dealer asks for fewer cards than he has discarded, he must play with the hand thus incomplete.

XV. If more cards are given to the non-dealer than he asked for, it will be optional with him to have a new deal or of discarding the extra cards without showing them. If, also, fewer cards are given to the non-dealer than he asked for, he may

again claim a new deal, or have his hand completed from the stock.

XVI. If the dealer takes fewer cards than he has discarded he may rectify his mistake before playing. If, however, he does not discover his mistake in time, he must play with an incomplete hand.

XVII. If the elder hand after several changes of cards proposes still again, and the dealer accepts without considering whether enough cards remain in the stock, the former may take as many cards as he desires therefrom. The dealer may then take the remainder; or, in the event of the stock being exhausted, keep his own cards, unless he has already discarded, when, therefore, he will have to draw from his adversary's discarded.

### FACED CARDS.

XVIII. After discarding, both of the players are entitled to see any faced card in the pack. After it has been looked at, the faced card shall be placed on one side. (N. B.—The non-dealer, when receiving cards after he has discarded, may have the option of taking or refusing any faced cards.)

### MARKING AND DECLARING THE KING.

XIX. If a king be turned up, the dealer is entitled to mark it at any time before the trump card of the succeeding deal is turned up.

XX. If either player has the king of trumps, he must announce or declare it prior to playing his first card or he loses the right to mark it. It will not suffice to mark the king one holds without announcing it. Again, if the king be the first card led, it may be announced at any time before it is being played to; or, if the king is the first card played to the dealer, he may announce it any time before he again plays.

XXI. If a player declare the king by mistake, and plays a card without rectifying the error, his adversary may, unless he holds the king himself, take down the point scored, and, furthermore, have the hands played over again. The offender may score nothing for winning the point, and only the half of any other score he may make.

### PLAYING.

XXII. If either of the players play with a hand which is not complete his opponent can count as tricks those cards which cannot be covered.

XXIII. When either of the players lead a card in turn, he shall not take it up again; but when a card is played in reply

to a lead, it may be retaken into the hand before another card is led, if the player has revoked or under forced—that is, failed to win a trick when able to do so.

XXIV. If either of the players play out of turn, he must take up his card, unless it is already covered, in which case the trick holds good.

XXV. A player who throws down his cards on the table shall lose a point if he has already made a trick, and two if he has not. Should he, however, have thrown down his cards, claiming that he has won the point or the game, there is no penalty.

XXVI. A player will be considered to have thrown down his cards if he even lowers them so as to give his opponent the impression that he has given up the game, and thus lead him to show his hand.

XXVII. When a player revokes or underforces, his adversary may demand to have the cards played over again. The player who makes the mistake can score nothing for winning the point, and only half of any other score he may chance to make.

#### BY-STANDERS.

XXVIII. At English Ecarte bystanders shall not in any way interfere with the game. At French Ecarte those covering the stakes may draw attention to any mistakes in the score, may advise the player they are backing or, again, play out the game of any player who resigns.

Advice may be given by pointing only; neither cards nor suits may be named. The player has the option of following the advice or not. Finally, bettors must not look over the hand of the player against whom they are betting.

#### SCORING.

XXIX. The game is five up, but by agreement may count a treble if the opponent has not scored, and a single if he has scored three or four.

XXX. If a player omit to mark his score, he may rectify the omission at any time before the trump card of the next deal is turned up, and an admitted over-score may be taken down at any period of the game.

(N. B.—For further details regarding the laws of the game, read Hints and Tactics and introductory description of the game.)

## A Few Simple Illustrated Hands.

When a player has no trump, but with a fair expectation of winning three tricks, he may also risk the penalty for not proposing.

In plain suits, for instance, cards like the following give such an expectation :

Any four court cards which together amount to at least thirteen, according to the regular valuation in the game, *i. e.*, king, 5 ; queen, 4 ; knave, 3 ; ace, 2, and ten spot, 1. Or again, as shown in illustration below (No. X.), king, queen, and two knaves, and a nine spot or smaller card even, the four court cards making the count in this instance.

As a rule, the hands in this class should be played by leading the higher card of the strong suit. No absolutely fast and bound rule can be laid down for a hand like this, however, for so much depends upon the nature of the court cards, which if, or whether any of them is guarded, that it is difficult to foretell in just what order they should always be played.

### NO. X.—HAND WITHOUT A TRUMP.



Diamonds are trumps.

When a player holds one trump, with the natural hope and expectation of winning two other tricks, it will be safe for him to risk the penalty for not proposing. It being more than two to one against his adversary holding two trumps, these cards in plain suits give such an expectation :

1. A tierce major and any card of a third suit.
2. Four of a suit headed by a king.
3. A king single, and a queen with two others (or "doubly guarded").



See Nos. XI. and XII. for illustration of (2) and (3) of suits, described.

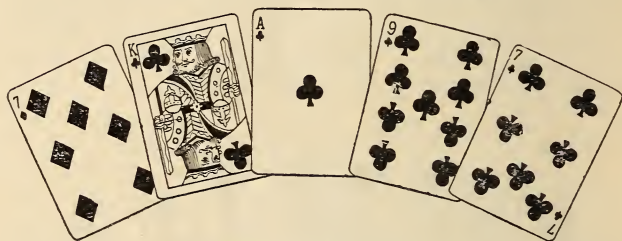
The method of playing No. XII. is as follows :

Lead king of clubs and continue suit. If the trump happens to be the queen it will be wise to lead it ; as the chances are four to one that the opponent does not possess the king, and furthermore, two to one, that he does not hold two trumps, and finally, that he does not hold two clubs.

With hand No. XII., begin with the queen of the long suit, and if she passes, go on with the suit ; if she is trumped, on regaining the lead, the player should play the long suit again. (See hand XIII.)

When a player holds two trumps, with the possibility always of winning a third trick, he may, as in preceding cases, risk the penalty for not proposing.

#### NO. XI.—HAND WITH ONE TRUMP.



Diamonds are trumps.

Cards in plain suits like these, for instance, give such an expectation.

1. Three cards of one suit.
2. Two cards of one suit, one of them as high as a queen, and a ten in another suit.
3. Two cards of one suit and a king.
4. Two cards of one suit, and one of another, when the cards out of trumps can be valued at four, according to the valuation given above, such, for instance, as :

Two trumps, knave, ace of another, and any card, etc. . . .

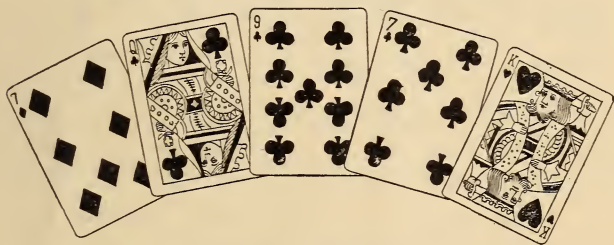
5. Three cards of different suits, valued at seven at least according to the same valuation; as, for instance, two trumps, king of one suit, knave of another and any card of a third suit; two trumps, king of one suit and two tens in the other two suits; two trumps, queen of one suit, knave of another and a ten in a third suit. (See No. XIII.)

The method of playing may be briefly cited as follows: When the trumps are small the player should begin by playing the single card, as he will be sure that if it should be taken the opponent will not return suit, but will prefer playing a king, if he has one. Should it be of the suit of which the player holds the queen second, he makes her later with the two trumps, supposing the adversary has no superior one. If, however, one of the two trumps be strong, as, for example, a queen or knave, the player must then begin with the queen guarded, for he hopes if she be trumped to regain the lead with his trumps, and then make a trick with his knave or queen of trumps, so that he will be able to pass the second card of the queen suit which has been trumped.

When a player has three trumps he may risk the penalty for not proposing, it being of no consequence how low the other cards are, for the odds are 5 to 1 that his adversary does not possess two trumps.

Therefore, with a hand like the above (Illustration No. XIV.) he should lead off with the best trump.

#### NO. XII.—HAND WITH ONE TRUMP.



Diamonds are trumps.

#### JEUX DE REGLE.

##### HANDS PLAYED WITHOUT PROPOSING.

The above or any hand with three or more trumps. Lead the highest trump.

(N. B.—If one of the trumps is king, or, again, if king is turned up, ask for cards, as thus there will be no risk of the adversary's taking the king.)

This, like the above, is a *Jeux de Regle*.

The leader, having a tenace of diamonds, ought to lead the single king, and if the king wins the diamond suit must be opened. If the king, however, is trumped and the adversary has more than one diamond, he will lead to the guarded suit.

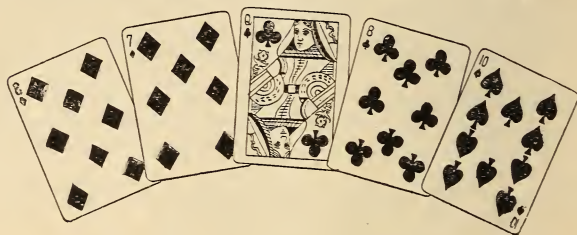
# ECARTE.

Were the diamonds of equal value, it would be the game to begin with the guarded suit.

## POOL ECARTE.

When three persons play Ecarte each one contributes to the pool; the players then proceed to cut, the lowest is out and the remaining two play one game, the highest dealing one hand.

### NO. XIII.—TRUMPS AND THREE CARDS OF PLAIN SUITS.

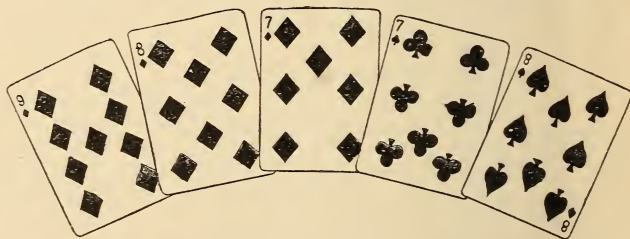


Diamonds are trumps.

The loser retires, adding to the pool a sum equal to his first stake.

The player then who was out during the first game takes the loser's seat and cards, cuts for deal and plays with the winner of the first game. If the winner of the first game wins also the second, the loser adds another stake, and the winner takes the pool. If, however, the winner of the first game loses the second, he adds a stake and retires, and the loser of the first game

### NO. XIV.—HAND WITH THREE TRUMPS.



Diamonds are trumps.

returns to the table and takes his place. This continues until one player wins two consecutive games.

The pool is sometimes formed in a different manner from the one first described, which is, that only the players actively engaged in the game are required to contribute to the game, and this they do by adding to the stake every time they come in. Thus the loser does not add to the pool in going out. This arrangement seems certainly fairer than the first mentioned, as in this way the player who wins the first two games only gains double his stake instead of quadruple, as would be the case by the first method.

Any player going out after the first game may correct mistakes in the score; but he must not offer any advice on the game being played unless the players have declared it to be French Ecarte.

## No. XV.



Diamonds are trumps.

## FRENCH ECARTE.

When several persons wish to take part in a game of Ecarte it is arranged after this fashion:

Two of the number seat themselves at the table to play a game after the usual method, the rules and regulations already described being carefully followed, and the remainder, called "the gallery," or *rentrants* (bystanders ready to take the place of the player they back directly he goes out, or loses a game), begin taking part in the game by betting on the player of their choice, and advising him when necessary.

The stakes and money wagered are placed on the table and covered by the opposite side, and the players have the prerogative of taking all bets in preference to the "gallery." If they do not take all, any bystander may take the difference, or, again, the bystanders may make it up between them, and if the whole sum bet is not covered, the bettors of a larger amount take up as much of the money as they have put down, to make it equal on both sides.

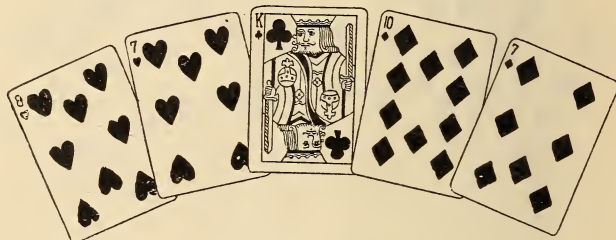
At the close of each game the player who wins first takes what is due him, and the remainder is divided among his back-

ers. If there should happen to be a deficit, the player is not responsible, and therefore his backers must share the loss between them.

The losing player retires and one of the *rentrants* takes his place. The *rentrants* must decide among themselves which shall go in, and once the order of going in is established it must be adhered to. Fresh *rentrants* who have not yet played have the preference over those who have already taken part in the game.

The gallery at French Ecarte who are covering the stakes may draw attention to mistakes in the score, advise the player they are backing (he, of course, is free to accept or reject their counsel) or may play out the game of any player who resigns. (N. B.—Advice can be given by pointing only; neither card nor suit may be named.)

#### NO. XVI.—NON-DEALER'S HAND.



A heart turned up.

If a player chooses to cover all the bets that are offered, which is called playing *La Chouette*, no one can take the liberty of looking over his hand or advising him, and, furthermore, he does not retire after losing the game.

The two variations of Ecarte described above, are distinctly on the order of gambling, hence, can scarcely be considered adapted to the household. However, there is in this, as in all other games, the option of using nominal chips, rather than actual money. To the persons who play for the pleasant recreation which a game of cards will always afford, the gambling element peculiar to certain varieties of Ecarte will have no attraction, and healthful enjoyment will, therefore, be had from it in its simplest form.

It is a game, which, to be able to thoroughly understand and play well, must be studied carefully, and the various theories propounded, put to a practical test.

To all lovers of good card-games, Ecarte is recommended for it combines the many and varied elements which go to make a truly delightful pastime.



## Anecdotes, Arioms and Epigrams.

Said a worthy Parisian to his son whom he discovered lamenting over an empty purse : " My son, until you have four eyes in your head, risk not your gold at ecarte."

One writer on the game says : " No person really understanding cards will aver that there is 'no play in ecarte.' This is a silly sophistry arising from the false data that it is easier to manage five cards than thirteen ; and a person acting on this principle will soon find his mistake to his cost."

Sir John Harrington, in a series of epigrams " On the Games that have Request at the Court," says :

" I heard one make a pretty observation,  
How games have in the Court turn'd with the fashion.  
The first game was the best when free from crime,  
The courtesy of gamesters all were in their prime."

" Now will I stir this gamester."

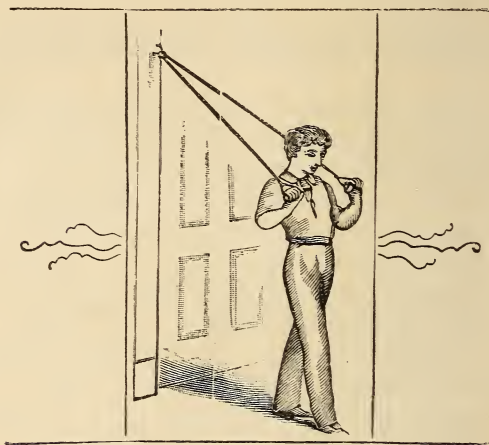
" Surely the pleasure is as great,  
Of being cheated as to cheat."

" Now do I play the touch."

" We must speak by the card,  
Or equivocation will undo us."

" The table wherein all my visible thoughts are charact'd."

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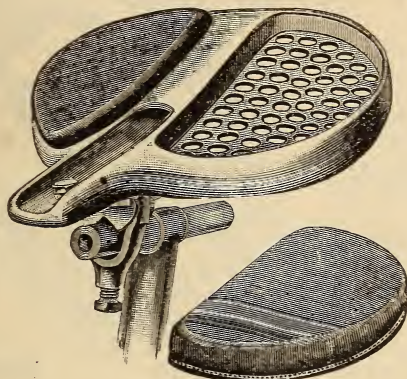
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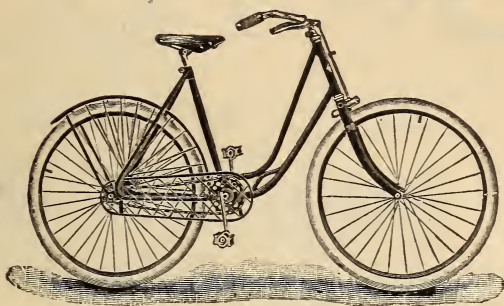
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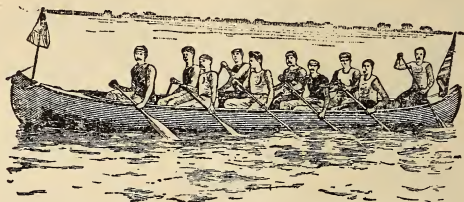
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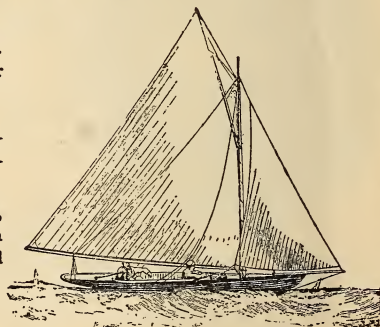
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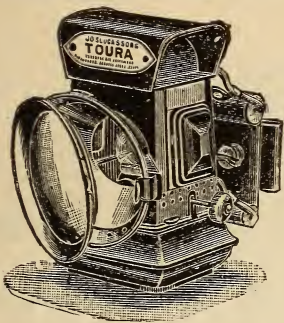
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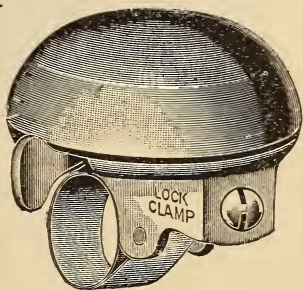
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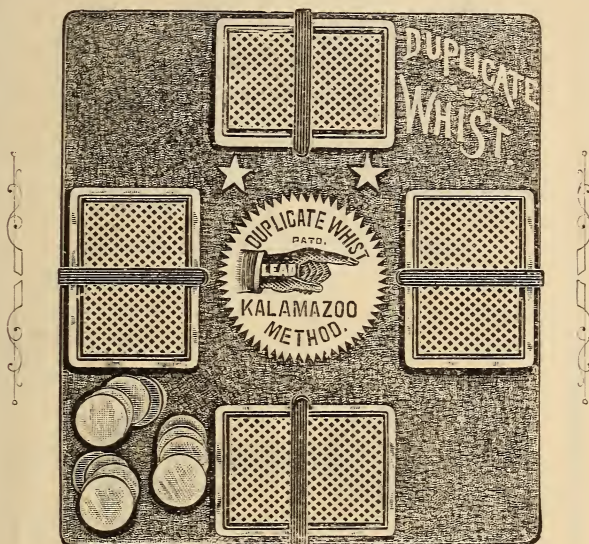


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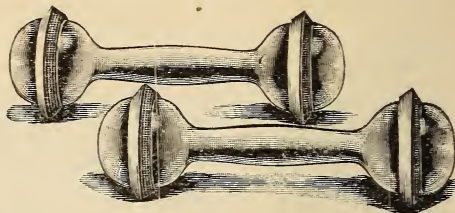
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